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Holy Vigor

Silence

Casting time: 1 Action

Range: 100'

Duration: Concentration, up to 10 minutes

Choose a point within range. No sound can be created within or pass through a 20'-radius sphere centered on that point for the duration. Creatures within the area of silence are effectively deafened, and casting a spell that involves speech is impossible there.

Zone of Truth

Casting time: 1 action

Range: 50'

Duration: 10 minutes

Choose a point within range. You create a magical zone that guards against deception. Until the spell ends, any creature that enters a 15' radius centered on that point or starts their turn there must make a CHA saving throw. On a failed save, a creature cannot speak a deliberate lie while in the radius. you know whether each creature succeeds or fails on its saving throw.

An affected creature is aware of the spell and thus may avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

Beacon of Hope

Casting time: 1 Action

Range: 15'

Duration: 1 Minute

Choose any number of creatures within range. Your prayer fills these creatures with hope, vitality, and the will to push through the most trying circumstances. For the duration, each target has advantage on WIS saving throws and death saving throws, and a target regains the maximum amount of hit points from any healing

Daylight

Casting time: 1 Action

Range: Touch

Duration: 1 hour

You touch an object you are holding or one that is not being worn or carried. For the duration, the object emits bright light in a 120'-radius sphere and dim light for an additional 120'

Covering the affected object with an opaque object, such as a bowl or helm, blocks the glow.

If any of the spell's area overlaps with an area of Darkness created by a spell of 3rd level or lower, the entire area of Darkness is dispelled.

Holy Vigor

Casting time: 1 Action

Range: Touch

Duration: 8 Hours

Your touch imbues a willing creature with blessed vigor. It gains 3d8+6 temporary hit points for the duration. These hit points can exceed the creature's hit point maximum, and they cannot be regained. If the creature takes any damage, these HP are lost first.

At Higher Levels: Temporary HP increase by 2d8 for each spell slot above 3rd.

Protection From Poison

Casting time: 1 Action

Range: Touch

Duration: 1 hour

You touch a creature. If it is poisoned, you neutralize the poison. If more than one poison afflicts the target, you neutralize one poison that you know is present, or one at random.

For the duration, the target has advantage on saving throws against poison, and it has resistance against poison damage.

Spiritual Weapon

Casting time: 1 action

Range: 50'

Duration: 1 Minute

You create a floating, spectral weapon within range that lasts for the duration or until you cast this spell again. When you cast the spell, the weapon makes a melee attack against a creature within 5' of it. The weapon has a bonus to hit equal to your magic ability bonus. On a hit, the target takes 1d8 force damage. As part of your action on any turn until the spell ends, you can move the weapon up to 20' and repeat the attack against a creature within 5' of it. The weapon can be any you choose.

At higher levels: Damage increases by 1 for each level about 2nd

Animate Dead

Casting time: 1 Minute

Range: 10'

Duration: Instantaneous

Choose a pile of bones or a corpse of a medium or small humanoid within range. Your spell imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a skeleton if you choose bones or a zombie if you choose a corpse.

The creature is under your control for 24 hours, after which it stops obeying any commands you have given it. As part of your action, you can mentally command any creature you made with this spell if the creature is within 50' of you. You decided what action the creature will take where it will move during its next turn, or you can issue general commands, such as guard or attack.

See Spell description for additional details including casting at higher levels.

Create Food & Water

Casting time: 1 Action

Range: 25'

Duration: Instantaneous

You create 30 pounds of food and 20 gallons of water within range, enough to sustain up to 10 humanoids or five steeds, for 24 hours. The food is bland but nourishing, and spoils if uneaten after 24 hours. The water is clean and does not go bad.

Dispell Magic

Casting time: 1 action

Range: 100'

Duration: Instantaneous

Choose on creature, object, or magical effect within range. Any spell of 2nd level or lower on the target ends. For each spell of 3rd level or higher on the target, make an ability check using your magic ability. The DC equals 10 + the Spell's level. On a successful check, the spell ends.